Kellyville Public School

A tradition of excellence and opportunity

STUDENT AWARD POLICY



PURPOSE

Kellyville Public School offers many reward systems using a whole school approach. They are:

- 1. "Akuna Awards" which aim to acknowledge students positive behaviour in non classroom settings and are an immediate reward.
- 2. "Achievement Awards" which aim to acknowledge <u>all</u> students throughout the year. These are given out during the year at K-2 and 3-6 Assemblies. These are considered to be a medium term reward system.
- 3. "Respectful, Safe, Learner" awards which aim to reward students for following the school rules across all settings. This is a long term reward system that spans the calendar year, but is also cumulative.

These whole school reward systems aim to promote positive behaviours for learning. All students have the opportunity to be recognised for their efforts and achievements.

RATIONALE

Kellyville Public School is committed to providing a learning environment which allows students to feel safe and motivated to learn. We aim to develop the whole child, ensuring that each child's academic, social and emotional needs are being met.

<u>AIM</u>

To encourage students to reach their full potential by having a reward system in place which acknowledges positive behaviours.

IMPLEMENTATION

Kellyville PS has three rules. These state:

At Kellyville PS we are:

- Respectful
- Safe
- Learners

Our award systems aim to promote these rules.

AKUNA AWARDS – NON CLASSROOM SETTINGS:

These awards are specifically designed for non classroom settings. Students are given an Akuna Award when a teacher observes them following the school rules (particularly in the focus area for that week). These awards are placed into a class Akuna box. At the end of each term the K-2 class and the 3-6 class who have received the most Akuna Awards will receive a class lunch.

ACHIEVEMENT AWARDS - ASSEMBLIES

These awards are handed out during K-2 and 3-6 Assemblies. Merit awards are awarded to students for their efforts, achievements or behaviour. The classroom teacher will ensure that all children receive acknowledgment throughout the year and will keep a record of awards given.

ACHIEVEMENT AWARDS - CLASSROOM SETTINGS MAJOR EMPHASIS

Students will be given awards for being Respectful, Safe Learners with the major emphasis being on the classroom setting, however, behaviour across all settings will be considered. Although teachers will keep records each year, students are responsible for keeping their awards and maintaining their own records in order for Bronze, Silver and Gold to be awarded.

The award system coincides with the calendar year, but is also cumulative.

In each calendar year, students need to aim to achieve:

- 2 Respectful Awards (green)
- 2 Safe Awards (Blue)
- 2 Learner Awards (Yellow)

Once these have been received, students show them to the class teacher. A Bronze Award will then be given out during a K-2/ 3-6 Assembly.

Students who receive another 6 awards (2 Respectful, 2 Safe, 2 Learner) show these as well as the Bronze award to the class teacher. The student will receive a Silver Award at the next K-6 assembly.

Students who receive another 6 awards (2 Respectful, 2 Safe, 2 Learner) show these as well as the Silver award to the class teacher. The student will receive a Gold Award at the end of year Gold Award assembly. Children who receive a Gold award will also be invited to a Principal's morning tea.

Students who receive 3 Gold Awards throughout their time at Kellyville PS will receive a Platinum Citizenship medallion at the Presentation Day Assembly.

EVALUATION AND REVIEW

Kellyville Public School will use a variety of procedures to monitor the effectiveness of our award systems. Teachers will maintain records of Merit Awards and Achievement Awards for the students in their classrooms, ensuring all children are recognised in some way. Members of the Executive and PBL team will monitor the use and record keeping of all three award systems. This policy will be updated when necessary.

References

Positive Behaviour for Learning